

DESCRIPTION

Method of Scoring a Sporting Event

Background of the Invention

[0001] To allow players of various abilities to participate in a single event, handicaps or classifications are often incorporated into the event scoring system. The use of handicaps or classes however presents the opportunity to introduce bias and subjectivity into the scoring system. A scoring system that allows all to participate in a sporting event, while maintaining objectivity and fairness in scoring that event, would enhance participation and enjoyment of any event.

Summary of the Invention

[0002] The method of the subject invention provides a means to score a sporting event that is objective and unbiased. The method involves determining a number of categories and the number of places to be awarded within those categories based on the total number of participants. The number of places to be awarded is multiplied by the number of categories to determine the number of participants that will be awarded. After the sporting event is complete, the number of participants eligible to be awarded is determined. If the number of eligible participants equals or exceeds the number of participants that will be awarded, the eligible participants are divided into categories and places are awarded within each category.

Detailed Description of the Invention

[0003] The method of the subject invention provides a system for scoring a sporting event that is fair and unbiased. The method encourages participation by all offering each participant an opportunity to receive an award no matter their skill level.

[0004] The method involves determining a number of categories and a number of places to be awarded in those categories. The number of categories is multiplied by the number of places to be awarded to get the number of participants that will be awarded. The

number of participants eligible to be awarded is compared with the number of participants that will be awarded. If the number of eligible participants meets or exceeds the number of participants to be awarded, eligible participants are divided into categories and places are awarded within each category.

[0005] The number of categories and the places to be awarded within those categories is determined by the nature of the event. This number can be determined by the total number of participants in the event. If monetary awards are offered, entry fees, event costs and profit margin can be used in determining category number and places.

[0006] For example, the subject method is useful in scoring team roping events. In a team roping event, ropers participate in two person teams. Cash awards are given in team roping events. Each team pays an entry fee. From this fee, $\frac{1}{3}$ is paid to the company that provides the stock for the event. Organizers of the event withhold part of the fee to pay facilities costs, insurance, and reserve some of the fee for profit. The remainder of the fee is applied toward a pool for cash awards. The following categories and places are appropriate for a team roping event:

Number of Teams Participating in the Event	Number of Categories	Places to be Awarded in each Category
25-50 teams	2 categories	1 place
51-75 teams	3 categories	1 place
76-100 teams	4 categories	1 place
101-125 teams	5 categories	1 place
126-200 teams	5 categories	2 places
201-300 teams	6 categories	2 places
301-400 teams	7 categories	2 places
401-500 teams	8 categories	2 places

[0007] In an event in which 400 teams participate, there would be seven categories and two places to be awarded within each category. The number of categories is multiplied by the places to be awarded in each category to determine the number of teams that will be paid.

Number of Teams Participating	Number of Teams to be Paid
25-50 teams	2 teams
51-75 teams	3 teams
76-100 teams	4 teams
101-125 teams	5 teams
126-200 teams	10 teams
201-300 teams	12 teams
301-400 teams	14 teams
401-500 teams	16 teams

Therefore, at a roping event in which 400 teams are participating, teams will know that as many as 14 teams will be paid cash awards.

[0008] Participants in a team roping event must rope all their steers to be eligible for a prize. Further, the ropings are timed. In the next step, the number of teams that are eligible to be paid are compared to the number of teams that will be paid. In the exemplified embodiment, where 400 teams participate in a roping event, about 35 teams rope all their steers (e.g. 5 of 5) and are eligible for a prize. That number is compared to the number of teams to be paid, 14. If the number of eligible teams equals or exceeds the number of teams to be paid, the teams are divided into categories. Therefore, since 35 exceeds 14, the 35 teams are divided into seven categories. The first and second place timed teams in each category are awarded a prize. If the number of teams eligible for a prize does not equal or exceed the number of teams to be awarded, the system can be altered so that near eligible teams or participants will also win a prize. For example, if, of the 400 participating teams, only 12 teams rope all their steers, teams roping 4 of 5 steers could be listed by time after the 12 teams.

The 12 eligible teams are paid and then the fastest two teams roping 4 of 5 steers are paid so that a total of 14 teams are paid.

[0009] Specifically, a team roping event with 400 teams participating would operate as follows: \$20 of each team's entry fee is applied to a prize pool making the available pool \$8,000; eligible teams are divided into seven categories; the \$8,000 is also divided by seven; first place teams in each category earn \$686 and the second place teams in each category earn \$457.

[0010] Currently, team roping events use a classification system where teams are classified by skill level. The classifications are based on proficiency in certain skills. Determining the level of proficiency can become a subjective process. The subject method eliminates subjective classification and provides professional ropers as well and beginners the opportunity to win prizes. The fastest and best roping teams will always win a prize. The subject method however offers ropers of every skill level a chance to win a prize. The subject method therefore offers all ropers an opportunity to compete and win.

[0011] The subject method has been described for use specifically in a team roping event. It is important to note however that the subject method can be applied to many types of events. The method can be used to score events judged only on time. Likewise, the subject method can be used to score events that involve the completion of a task. For example, the subject method would allow golfers of various skill levels to participate in a single tournament. All golfers participating, no matter the skill level would have an opportunity to win a prize. Further, in an event where almost all participants are eligible for a prize, it would be apparent, that the category number and place numbers could be varied to fit the field of players. The method of the subject invention eliminates subjectivity from scoring sporting events and allows all who participate the opportunity to compete for a prize.

[0012] It is understood that the foregoing examples are merely illustrative of the present invention. Certain modifications of the articles and/or methods employed may be made and still achieve the objectives of the invention. Such modifications are contemplated as within the scope of the claimed invention.